**Thrills & Chills**

Chapter 3

Activity 1  
**The Big Thrill**

Goals…

* Be able to draw and interpret a top view and a side view of a roller coaster ride
* Conclude that thrills in roller coaster rides come from acceleration and changes in accelerations
* Define acceleration
* Measure and calculate velocity and acceleration

For You To Read Key Points To Learn

* Click here to enter text.- a quantity that has a Click here to enter text.but no Click here to enter text.
* Click here to enter text.
* Click here to enter text.– a quantity that has both magnitude and Click here to enter text.
  + Click here to enter text.
* Click here to enter text.- the change in Click here to enter text. per unit Click here to enter text.
  + Click here to enter text., no direction 4m/s
* Click here to enter text.-speed in a given Click here to enter text.-
  + Click here to enter text.quantity 4m/s south
  + Displacement/time interval
  + v = Δd/Δt
* Click here to enter text.- the change in velocity per unit Click here to enter text.
  + a = Δv/Δt or a = vf-vi/t

What did you learn?

* + Thrills on a roller coaster come from the Click here to enter text.
  + Click here to enter text.changes require Click here to enter text. accelerations